PLAY WITH THE PROS

SUPER NINTENDO

ONE OR TWO PLAYER

ROGER CLEMENS' MVP BASEBALL

Feel the heat as 3-time Cy Young Award-winner Roger "The Rocket" Clemens brings home the best in Super NES® baseball action!

Step up to the plate for a full season of baseball action

Over-the-shoulder fielding: the most realistic perspective ever

GEORGE FOREMAN'S KO BOXING

You're Big George Foreman - *The People's Champion* - and you've got an appetite for big action that only KO BOXING can satisfy!

Jabs, uppercuts, hooks and devastating power punches

Computer "judge" tracks every staggering blow

ALL-STAR CHALLENGE

Downtown or in the paint, take on 27 of the NBA's hottest stars in the slammin', jammin' One-On-One competition. Five exciting ways to win!

Take it to the hoop with One-On-One, H.O.R.S.E., 3 Point Shoot Out...

Free Throw Contest and an incredible NBA All-Star Tournament!

Acclaim entertainment inc.

Acclaim Entertainment, Inc., 71 Audrey Avenue, Oyster Bay N.Y. 11771

PRINTED IN JAPAN

SNS-HX-USA

SUPER HIGH IMPACT

INSTRUCTION BOOKLET

Acclaim entertainment inc.

SUPER NINTENDO ENTERTAINMENT SYSTEM

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR SUPER NINTENDO ENTERTAINMENT SYSTEM. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

LICENSED BY

Nintendo

NINTENDO, SUPER NINTENDO ENTERTAINMENT SYSTEM AND THE OFFICIAL SEALS ARE REGISTERED TRADEMARKS OF NINTENDO OF AMERICA INC.
© 1991 NINTENDO OF AMERICA INC.

CONTENTS

Feel The Impact! 2
Before You Hit The Field 3
Preparing For The Kickoff 4
Basic Play 6
Going Turbo!.....7
Fights, Hit-O-Meter and Stats 8

Playbook: Offense.....10
- Playlist
- Setting a play into motion
- Controlling the quarterback
- Handing off and pitching back
- Action across the line of scrimmage
- Punting and field goals

Playbook: Defense 13
- Playlist
- Controlling players
- Switching control between players
- Beware of losing control!
- Blocking field goals and extra points
- Time outs

Some Strategies To Remember.....15

This Is It 15

FEEL THE IMPACT!

Do you hear the crowd?! They're in the stadium, 80,000 strong, chanting and cheering in anticipation of the opening kick-off. In the locker room, you strap on your shoulder pads and lace up your shoes. The coach is barking out a motivational speech, but you're not paying much attention. Funny thing is, he doesn't really expect you to. You both know you're good enough to win the championship game that's just moments away. The only thing standing between you and ultimate victory, is a team every bit as determined as you are. Or maybe more.

But you've done your homework. You know your offensive and defensive playbooks so thoroughly, you've been dreaming chalkboard play diagrams for a week. You know what you need to do to win, and you've got four quarters of bone-crunching action to get the job done.

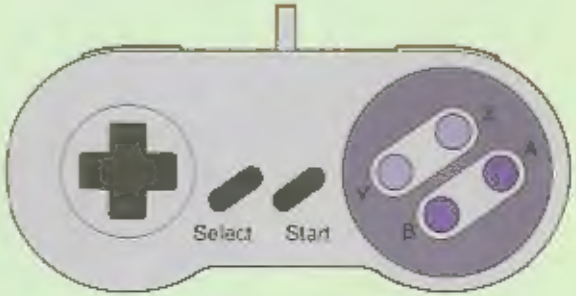
Gridiron glory can be yours—if you can survive the turbo-charged tension that lies ahead. Tie down those laces and snap on that chinstrap. The fans' cheers are reaching a deafening level. This is it—there's no turning back now!

BEFORE YOU HIT THE FIELD

1 Make sure the power switch is OFF.

2 Insert the SUPER HIGH IMPACT® Game Pak as described in your SUPER NINTENDO ENTERTAINMENT SYSTEM® manual.

3 Turn the power switch ON.



PREPARING FOR THE KICKOFF

When you see the SUPER HIGH IMPACT® title screen, press the START BUTTON. You will have a choice of three playing modes:

Player vs. computer
Player vs. player
Two players vs. computer
Options

Select the Options mode to make some important decisions about your game. Do you want the quarters to last 2, 5, or 10 minutes? Do you want to play on grass or artificial turf? As the computer presents you with these various options, use the A, B, or START buttons to scroll through the choices. Once all your selections are made, simply highlight EXIT and press A, B, or START.

Once your options are set, use the CONTROL PAD to scroll through the choices, then press A, B or START to confirm your desired mode.

Next, select one of the 18 teams in the SUPER HIGH IMPACT® league. Use the CONTROL PAD to scroll through the choices. When your selected team is displayed, press A, B or START.

NOTE: In player(s) vs. computer mode, scroll through the choices to pick your team. Then, once your choice of team is displayed, press A, B or START. This will enable you to control the computer's choice of teams until the specific match up you desire is displayed.

Now choose the league in which the game will be played. If you're a rookie, you'll want to go for EXHIBITION; if you have a little more experience on the SUPER HIGH IMPACT gridiron, try PRO; if you're ready to face the most brutal football challenge you can imagine, go for the ULTIMATE! Use the LEFT and RIGHT ARROWS of the CONTROL PAD to scroll through the choices. When the desired league is highlighted, press A, B or START.

Finally, it's time for the coin toss. When the coin is in the air, choose the LEFT ARROW of the CONTROL PAD for heads and the RIGHT ARROW for tails. The team that wins the coin toss will receive the opening kickoff.

BASIC PLAY

SUPER HIGH IMPACT offers you 16 offensive and 16 defensive plays on each and every trip to the line of scrimmage.

After the opening kickoff, and at the end of every play in the game, the computer will show you the playbook screen.

In addition to illustrating the various offensive and defensive options, the playbook screen provides you with the following information:

Scores for each team
Current down and yardage to go for first down
Current quarter, plus time remaining in the quarter
Ball placement notation
Time outs remaining per side (each team has 3 time outs per half)

Use the CONTROL PAD to highlight the different plays. Then use the A BUTTON to lock in your selection.

Tip: After locking in your play, you can disguise it by continuing to move the highlight throughout the playbook.

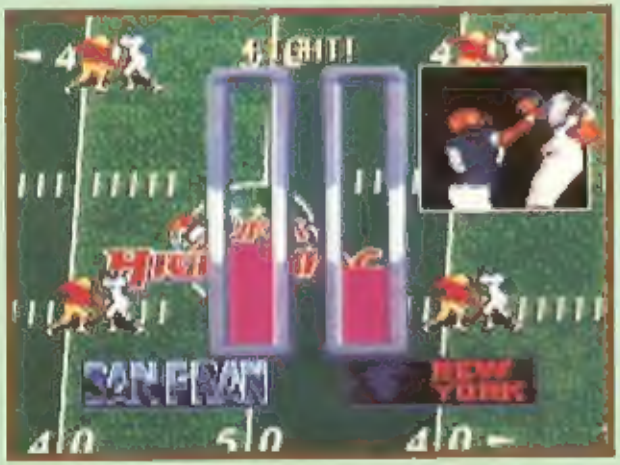
GOING TURBO!

In many situations the L or R BUTTONS provides a player on your team with a turbo-charged blast of energy that will help him explode across the line of scrimmage or tackle an opposing player with enough impact to shatter his helmet and send his shoulder pads flying!

Use your turbo-charged energies wisely. Remember: You are allowed only one blast of power per man on any given play!

FIGHTS, HIT-O-METER AND STATS

The level of competition in SUPER HIGH IMPACT is intense, and tempers can be short as the battle for yardage rages on. At any given time during a game, a fight is liable to break out between the two teams. When it does, each team's fight meter will be displayed on the screen. Press the L and R BUTTONS repeatedly as fast as you can to raise the level of your team's meter and win the fight!



When your defense makes an awesome tackle, the exclusive SUPER HIGH IMPACT Hit-O-Meter will appear on screen to rate the takedown. Is the Hit-O-Meter rating your tackles as weak? Hit 'em again—harder! Harder!

It's a double QuarterBack Sack! Don't get sacked two consecutive times or you'll be the next Quarterback for breakfast!

Offensive and defensive statistics for each team are compiled and displayed at the end of the game.

PLAYBOOK: OFFENSE

There are two vertical lines located on the playing field. The yellow line indicates the line of scrimmage and the red marks the opposing team's first down target yardage.

As you try to move the ball downfield, you have 13 possible plays from which to choose:

DOUBLE OPTION

RUN AND SHOOT

BOMB

SUPERFLY

SWEEP

BLAST

DOUBLE BLAST

FLOOD

POWER BOMB

OPTION PASS

BLOW OUT

BOOTLEG

ZONE BUSTER

To snap the ball and set a play into motion once you've made your choice and both teams are ready on the line of scrimmage, press the B BUTTON. **(NOTE: Unless you press the B BUTTON first, the quarterback will automatically hike the ball.)**

Once the ball is snapped, you are controlling the quarterback. You have the following options: Pass by pressing the B BUTTON. Press UP and B to pass to the receiver at the top of the screen or DOWN and B to pass to the receiver at the bottom of the screen. Hand off or pitch back by pressing the A BUTTON, or maneuver the quarterback around the field with the CONTROL PAD.

Once you move the ball over the line of scrimmage, continue to use the CONTROL PAD to direct your player. But you now have several other options: Jump away from an opposing player by pressing the Y BUTTON (you must also press the LEFT or RIGHT arrow on your CONTROL PAD), spin away from an opposing player by pressing the X BUTTON (you must also press the DIAGONAL UP or DIAGONAL DOWN arrow on your CONTROL PAD), or activate your turbo power by pressing the L or R BUTTONS. Remember: You are only allowed one blast of turbo power per man per play. Use it wisely!

Punting and Field Goals

Should you choose either the punting or field goal option, the power bar will appear on the screen.

Press the L and R BUTTONS repeatedly as fast as you can to move the yardage indicator to the level you desire. On field goals, you will want to maintain the highest yardage level possible to maximize your chances of making a good kick. On punts, you may want a bit more finesse. If you're punting from the 50-yard line, for example, you would prefer a 45-yard kick to a 70-yard kick, since you have a chance of stopping the return inside your opponent's 20-yard line. A kick into the end zone, however, is likely to result in an automatic first down on your opponent's 20-yard line.

Time Outs

A time out can be called by choosing the time out option. A number inside the "O" in the word "out" indicates how many time outs you have remaining.

PLAYBOOK: DEFENSE

There are two vertical lines located on the playing field. The yellow line indicates the line of scrimmage and the red marks the opposing team's first down target yardage.

As you try to maintain your field position and regain possession of the ball, you have 15 possible plays from which to choose:

GOAL
STUNT
CUBE
CUBE 2
SUICIDE
YER TOAST
BLITZ
ANTI-BOMB
SAF-T-BLITZ
ZONE
COLD
COLDER
YO' MAMA
DARE
QB FEAST

Before the ball is snapped, use the B BUTTON to determine which defensive player you want to control. An arrow with a number inside (indicating either player 1 or 2) will show you which player you are to control once the play begins. Pressing the button repeatedly will show you the various choices you have (the defensive play you select will determine which players you can control.)

Once the ball has been snapped, you can move your man around the field by using the CONTROL PAD. In addition to such movement, you have several options: dive left or right by pressing the A BUTTON and either the LEFT or RIGHT arrow of your CONTROL PAD, or switch control to the defensive player closest to the ball by pressing the B BUTTON. **(NOTE: If the player you are controlling is being blocked by an opposing player or players, all control buttons are rendered ineffective.)**

While blocking a field goal or extra point attempt, the CONTROL PAD controls your chosen man, use the B BUTTON to cycle through to the player you wish to control. The Y BUTTON causes your player to jump up and try to block the kick, and the L or R BUTTONS activates turbo power.

Time Outs

A time out can be called by choosing the time out option. A number inside the "O" in the word "out" indicates how many time outs you have remaining.

A FEW STRATEGIC POINTS TO REMEMBER

On kickoffs and punts, try to utilize the power meter so that the ball lands near the goal line, but not in the end zone. Kick the ball too far, and the other team gets an automatic setup on their 20-yard line. Kick the ball just right, and you might be able to hold them inside their five-yard line!

When receiving kickoffs or punts, increase your receiver's accuracy by aligning your player indicator arrow with the ball's line of flight.

Unless you call time out, the clock will continue running for a maximum of 20 seconds while you have your playbook open.

A wise coach knows that as the time in each half winds down, strategic control of the clock—by either allowing the clock to run down, running plays quickly, or utilizing time outs—becomes extremely important. Remember this when you're engaged in a close game.

THIS IS IT!

As you make your way to the field for the opening kickoff, you feel the blood coursing through your veins grow a little hotter, the heart beating in your chest races a little faster, and the muscles rippling through your body get a little tenser.

Because this isn't just football, it's SUPER HIGH IMPACT—where the action is so intense, every play can mean the difference between victory and defeat; where sheer brutality rules the field; where blocks and tackles can literally cause a man's helmet to explode into a thousand pieces!

The challenges that await are the toughest you've ever faced. You know you have the guts to meet them head-on and win. **Now prove it to the world!**

NOTES

SUPER HIGH IMPACT

Specs & Stats

System: Super NES®
Players Options: 1 or 2 Players
Franchises: 18 Hard Charging Teams
Play Selection: Over 30 Quick Action™ Plays
Leagues: 3 - Exhibition, Pro, Ultimate

"The Sweep" is the most effective offensive play for short yardage.

All the fast-paced, bone-crunching football action of the #1 sports arcade *SMASH*! Go helmet-to-helmet against a friend, or challenge the computer!!

NOTES

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna.
- Relocate the Super NES with respect to the receiver.
- Move the Super NES away from the receiver.
- Plug the Super NES into a different outlet so that the computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington D.C. 20402, Stock No. 004-000-00345-4.

Roger Clemens' MVP Baseball™ is a trademark of LJN, Ltd. © 1993 LJN, Ltd. All rights reserved. Nintendo®, Super Nintendo Entertainment System® and the official seals are trademarks of Nintendo of America Inc. LJN® is a registered trademark of LJN, Ltd. George Foreman's KO Boxing™ and Acclaim® are trademarks of Acclaim Entertainment, Inc. © 1993 Acclaim Entertainment, Inc. All rights reserved. All NBA and Team insignias depicted are the properties of the respective NBA Teams and NBA Properties, Inc. and may not be reproduced without written consent of NBA Properties, Inc. NBA® All-Star Challenge™ is a trademark of LJN, Ltd. © 1993 LJN, Ltd. All rights reserved. Printed in Japan.

Super High Impact® ©1991 is a registered trademark of Midway® Manufacturing Company. Used by permission. Nintendo®, Super Nintendo Entertainment System® and the official seals are registered trademarks of Nintendo of America Inc. Acclaim® is a registered trademark of Acclaim Entertainment, Inc. © 1993 Acclaim Entertainment, Inc. All rights reserved. Printed in Japan.

ACCLAIM ENTERTAINMENT, INC. LIMITED WARRANTY

ACCLAIM ENTERTAINMENT, INC. (ACCLAIM) warrants to the original purchaser only of this ACCLAIM software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This ACCLAIM software program is sold "as is," without express or implied warranty of any kind, and ACCLAIM is not liable for any losses or damages of any kind resulting from use of this program. ACCLAIM agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any ACCLAIM software product, postage paid, with proof of date of purchase, at its Factory Service Center. Replacement of the game pak, free of charge to the original purchaser (except for the cost of returning the game pak) is the full extent of our liability.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the ACCLAIM software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE ACCLAIM. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL ACCLAIM BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS ACCLAIM SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be pre-empted.

Repairs/Service after Expiration of Warranty- If your game pak requires repair after expiration of the 90-day Limited Warranty Period, you may contact the Consumer Service Department at the number listed below. You will be advised of the estimated cost of repair and the shipping instructions.

ACCLAIM Hotline/Consumer Service Dept. (516) 624-9300
Distributed and marketed by ACCLAIM ENTERTAINMENT, INC.
71 Audrey Avenue, Oyster Bay, N.Y. 11771